CLAIMS:

1. An amusement park system, comprising:

one or more hardware components;

a controller, comprising:

a memory device having a game layer and a software layer stored thereon, wherein the game layer comprises game logic, and wherein the software layer comprises a game application programming interface (API) communicatively coupled to the game layer, a wrapper API communicatively coupled to the game API, and a plurality of wrappers communicatively coupled to the wrapper API; and

a processor configured to execute instructions stored on the memory device, wherein the instructions are configured to cause the processor to:

receive a signal indicative of a change in the one or more hardware components of the amusement park system; and

communicate with the one or more hardware components, based on the received signal, via a wrapper of the plurality of wrappers to receive an input from the one or more hardware components, or drive operation of the one or more hardware components.

2. The amusement park system of claim 1, wherein the change in the one or more hardware components of the amusement park system comprises an addition of a new hardware component to the one or more hardware components or an update of an existing hardware component of the one or more hardware components.

3. The amusement park system of claim 1, wherein the change in the one or more hardware components comprises implementation of a new function of the one or more hardware components.

4. The amusement park system of claim 3, wherein the communication causes driving the new function of the one or more hardware components.

5. The amusement park system of claim 1, further comprising one or more software components, wherein the instructions are configured to cause the processor to receive a second signal indicative of a second change in the one or more software components.

6. The amusement park system of claim 5, wherein the second change in the one or more software components comprises implementation of a new function of the one or more software components, and wherein the processor is configured to drive the new function upon receipt of the second signal.

7. The amusement park system of claim 5, wherein the one or more software components comprises a show clock, wherein, upon receipt of the signal indicative of the change in the one or more hardware components, the processor is configured to adjust operation of the show clock based at least in part on the change of the one or more hardware components.

8. The amusement park system of claim 1, wherein the one or more hardware components comprises a line replaceable unit (LRU).

9. The amusement park system of claim 1, wherein the one or more hardware components comprises one or more general purpose interface buses (GPIBs).

10. The amusement park system of claim 1, wherein the one or more hardware components are configured to self-test to determine an operational status of the one or more hardware components.

11. An amusement park configured host a plurality of users and comprising:

a plurality of attractions, wherein each attraction of the plurality of attractions comprises a plurality of interactive components configured to interact with the plurality of users; and

a controller, comprising:

a memory device; and

a processor configured to execute instructions stored on the memory device, wherein the instructions are configured to cause the processor to:

receive a signal indicative of an implementation of a new interactive component within an attraction of the plurality of attractions; and

register the new interactive component upon receipt of the signal, wherein, upon registration of the new interactive component, the processor is configured to process input signals received from the new interactive component, drive operations of the new interactive component, or a combination thereof.

12. The amusement park of claim 11, wherein implementation of the new interactive component automatically triggers the registration of the new interactive component.

13. The amusement park of claim 11, wherein the registration of the new interactive component registers a set of functions of the new interactive component with the controller such that the controller is configured to selectively drive the set of functions.

14. The amusement park of claim 11, wherein, once registered, the new interactive component is configured to receive an input from a user of the plurality of users and to generate an input signal based on the received input from the user, and wherein the controller is configured to drive a function of a hardware component of the attraction of the plurality of attractions based on the generated input signal of the new interactive component.

15. The amusement park of claim 11, comprising a group of existing components associated with a type of component, wherein the new interactive component is associated with the type of

component, and wherein registration of the new interactive component registers the new interactive component as the type of component.

16. The amusement park of claim 15, wherein the controller is configured to drive an operation associated with both the group of existing components and with the new interactive component upon registration of the new interactive component.

17. A method, comprising:

removing a component from at least one connection of an amusement park, wherein the component is associated with a first set of functions;

implementing a new component of the amusement park utilizing the at least one connection, wherein the new component is associated with a second set of functions, and wherein the first set of functions is different than the second set of functions; and

registering the new component with an amusement park system of the amusement park such that the second set of functions of the new component is configured to be selectively driven according to one or more input signals from a controller of the amusement park.

18. The method of claim 17, wherein implementing the new component of the amusement park comprises plugging in the second component via the at least one connection.

19. The method of claim 17, wherein the component comprises a first input device configured to generate a first input signal to trigger a first event within the amusement park system, wherein the new component comprises a second input device configured to generate a second input signal to trigger a second event within the amusement park system, and wherein the first event is different than the second event.

20. The method of claim 17, comprising registering the removal of the component such that the removal of the component triggers a change in one or more software components.

21. The method of claim 20, wherein the one or more software components comprises a show clock, and wherein the removal of the component triggers an adjustment to a schedule of the show clock.

22. The method of claim 20, wherein the controller comprises:

a memory device; and

a processor configured to execute instructions stored on the memory device, wherein the instructions are configured to cause the processor to:

receive a signal indicative of the implementation of the new component within an attraction of the plurality of attractions; and

register the new component upon receipt of the signal, wherein, upon registration of the new component, the processor is configured to process the input signals received from the new component, drive operations of the new component, or a combination thereof.